Definition :

TArray<int32> IntArray;

Init:

IntArray.Init(10, 5);

// IntArray == [10,10,10,10,10]

Add:

StrArr.Add (TEXT("Hello"));-add with create temp and copy

StrArr.Emplace(TEXT("World"));- add with out create temp more adfficent

StrArr.Append(Arr, ARRAY\_COUNT(Arr));- Append adds multiple elements e from either another TArray, or a pointer to a regular C array

StrArr.AddUnique(TEXT("!"));- as it is sound..

StrArr.Insert(TEXT("Brave"), 1); at spepic index.

itearation:

for (auto& Str : StrArr)—itearatin of for each by refernce   
for (int32 Index = 0; Index != StrArr.Num(); ++Index)—regular iteration

for (auto It = StrArr.CreateConstIterator(); It; ++It)-by pointer

\*CreateIterator and CreateConstIterator  can be used for read-write or read-only access to the elements respectively:

sorting:

StrArr.Sort();

Override sort

StrArr.Sort([](const FString& A, const FString& B) {

return A.Len() < B.Len();

});

// StrArr == ["!","of","Hello","Brave","World","Tomorrow"]

Queris:

StrArr.Num();

FString\* StrPtr = StrArr.GetData();-give ptr to data

uint32 ElementSize = StrArr.GetTypeSize();-return size of elemnt

StrArr.IsValidIndex(6);- cheak of index is valid

FString ElemEnd = StrArr.Last();-- like negative index

bool bHello = StrArr.Contains(TEXT("Hello"));-cheak if contains elent

StrArr.Find(TEXT("Hello"), Index)-find index of whare it contains

StrArr.FindLast(TEXT("Hello"), IndexLast)

// Both of these functions return a bool to indicate whether or not an element was found

//array of matches :

auto Filter = StrArray.FilterByPredicate([](const FString& Str){

return !Str.IsEmpty() && Str[0] < TEXT('M');

});

Removal:

ValArr.Remove(20); // delete all occurrence of the val 20 from the array

ValArr.RemoveSingle(30);

ValArr.RemoveAt -remove at specific index

Remove by condition :

ValArr.RemoveAll([](int32 Val) {

return Val % 3 == 0;

});

Operators :

**= deap copy**

e.g.

auto ValArr4 = ValArr3;

// ValArr4 == [1,2,3];

ValArr4[0] = 5;

// ValArr3 == [1,2,3];

// ValArr4 == [5,2,3];

**+= e.g** : ValArr4 += ValArr3;

**== :** only equal if in the exact same order and value.

Exchange(FlavorArr2[0], FlavorArr2[1]);